

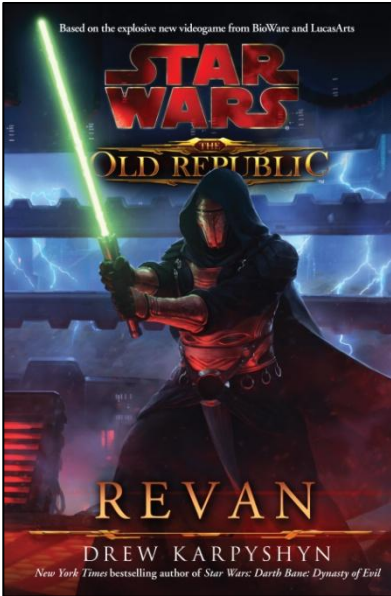
In stores

“Revan”

Star Wars geeks rejoice, popular game now a novel



By Jayson Burns



Did you know that Darth Vader’s two wingmen during that climatic scene in Star Wars: Episode IV: A New Hope are under the call signs “Mauler” and “Backstabber?” Did you also know that Vader’s squadron was called “Black Squadron?” And did you also know that Mauler has a son named Rejlii Mithel who is a lieutenant in the Imperial Navy?

Now that my love and fascination of Star Wars lore has been made clear, along with the implications of my social life, I hope my fellow fan boys and girls out there will trust my judgment of Star Wars: The Old Republic: Revan.

This is a story that many fans have been waiting for since the release of Knights of the Old Republic (KOTOR), a Star Wars role playing game developed by the ever amazing Bioware for the Xbox and PC in 2003. KOTOR took place thousands of years before the first movie and followed the player character and his or her allies during the Jedi Civil War, which was instigated by Jedi turned Sith Lord Darth Revan and his apprentice Darth Malak.

The game received critical and public acclaim for its fantastic script, characters, design and controls, and I for one still play it to this day.

Revan follows the titular character as he struggles to uncover the secret threat that is the Sith Empire resting in the farthest reaches of space, as hinted at in the games. At the same time, the story also follows Lord Scourge, a Sith Lord who is attempting to rise up in the Sith hierarchy.

Characters both old and new are introduced along the way, and near the end both tales converge nicely despite the somewhat anticlimactic climax.

One of the biggest draws to KOTOR was the player’s ability to affect the in-game universe through actions and dialogue.

This of course, is also one of the biggest drawbacks to Revan. There are so many choices in the game that by picking one outcome, there’s the possibility of alienating some players who chose the alternative.

Also, since there were so many likable supporting characters in KOTOR, just leaving one out in the gutter is enough to bug some readers.

The story is told well with a clear focus throughout, but it would probably help readers if they had played the games beforehand.

Some readers and fans of the games might be a little turned off by the ultimate fates of some of the older characters (one of which nearly made me throw the book in the trash in anger), but they are still handled effectively. As with nearly every Star Wars book, movie or game, the reader is taken to multiple worlds holding multiple species.

Star Wars: The Old Republic: Revan is a Star Wars novel I’d recommend to fans of KOTOR or Star Wars in general, but in the end I’m just not sure if this should’ve been made.

At the very least, I would’ve made the book longer and included more from the source material.